



# Catapult Design

## Weapons

The only weapons that will be admissible in the battle are catapults. The allowable length will be 8 inches or under and can be any weight and height. Weapons must be at least four feet away from the target. If any weapon is damaged it can be fixed if possible.

\*In addition to designing and building your catapult, you also need to turn in a written piece that explains your design using science principles (force, motion, etc.).

## Ammunition

The ammunition will be provided by your King or Queen (your teacher). It will be no larger than a standard "larger" marshmallow. It could consist of a marshmallow, tin foil, or play-dough.



## Competition

Individual catapults will battle other catapults that were part of the individual choice activities. Competitions will be held between Mrs. Charles's and Mrs. Hall's classes.

Groups that complete their individual activities on time and design a castle will also need to have a catapult for group castle and catapult competitions. They must be built by hand with recycled items. Rubber bands will also be allowed.

## Battle Rules and Regulations

- Your objective is to earn as many points as possible within three rounds (See the back of this sheet).
- Scores will be kept on the "official score sheet".
- Place your King, Queen, Knights and Pawns (chess pieces) inside the castle walls.
- Place your catapult a minimum of four feet from your opponent's castle.
- Round #1: Team member #1 will take five shots. Team member #1 from the opposing team will take five shots
- Calculate your score.
- Round #2: Team member #2 will take five shots. Team member #2 from the opposing team will take five shots
- Calculate your score.
- Round #3: Team member #3 will take five shots. Team member #3 from the opposing team will take five shots
- Calculate your score.
- The team with the higher total is the winner
- Tie Breaker: Player #1 from each team gets one shot (Sudden Death). If it still remains tied, Player #2 each gets a shot and so on until we have a winner.
- The winning team in the battle will then move on to face the winner from another battle (like a tournament format). This will continue until there are only two teams remaining.
- If your weapon is damaged, it may be fixed within the assigned time frame
- Any participant who chooses to whine, complain or have a poor attitude will be banished from the rest of the competition (whole activity) by the King or Queen

## Middle Ages Websites

<http://www.themiddleages.net/>

<http://www.historyforkids.org/learn/medieval/>

<http://www.learner.org/interactives/middleages/>

<http://www.kathimitchell.com/middleages.htm>

[http://www.medieval-life.net/life\\_main.htm](http://www.medieval-life.net/life_main.htm)

<http://www.medievalplus.com/food-cooking/>

<http://www.medieval-castles.net/>

<http://webpub.allegheeny.edu/group/clothing/>

<http://educators.medievaltimes.com/>

## Battle Points

Points are scored for hitting/knocking down the following:

1 King – labeled with a blue sticker	10 points
1 Queen – labeled with a blue sticker	10 points
2 Knights – labeled with a red sticker	5 points
5 Pawns- labeled with a yellow sticker	3 points
Keep inside the Castle Walls	2 points
Castle Walls	1 point